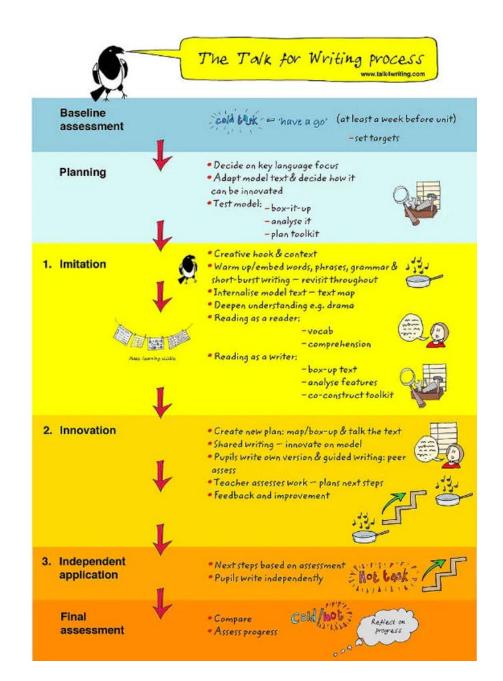


## **USI Literacy**





**Talk 4 Writing** is based on **how** children learn. It places formative assessment, at the heart of the planning, teaching and learning process. It helps children to become better:

- writers
- speakers
- listeners
- readers
- thinkers

There is a clear linguistic purpose of each 2/3-week unit.

- An aim of the unit e.g. to persuade, to inform
- An interesting topic that will deliver that aim
  - ➤ A **hook** that will engage the class
- A model text that will provide the linguistic patterns that the class will be shown how to reproduce.
  - ➤ A range of models illustrating these features

## Talk 4 Writing





Baseline

'Cold Task'

1. Immersion Stage

2. Innovation Stage

3. Invention Stage

'Hot Task'

### The Hook

Every unit begins with a **hook** to motivate the children.

 Amazing sets relating to the topic can be constructed e.g. a filmed message from someone marooned on a desert island, or from a teacher in the school who has been captured by a giant.

The children will complete a **baseline piece of writing** to show what they know about their new genre. E.g. for an example above, they could write a story illustrating the escape from the giant!

## Warm Up Games



Effective games exercise and strengthen the imagination. Teachers will use the 'cold task' to assess which warm-ups will be the most beneficial, and could include the following:

- Word association: give children one minute to write as many words or phrases as possible.
- Rapid writing: give a time limit of 3 minutes. The children have to writing rapidly about a subject, e.g. the moon, night, traffic jams, lightening, an alien invasion
- Crazy writing: give children five minutes to write crazy lists where anything goes, e.g. I wish I was a lion flying through the breeze, I wish I was a cricket flexing its knees, I wish I was an elephant blowing its trumpet.
- Odd words: from a lists of nouns, select two that do not seem to go together, e.g.
   *horse* and *pumpkin*. The children have a few minutes to begin a narrative linking the horse and pumpkin.

### Warm Up Games



• Rhyming Pair Poetry: ask children to think of 2 words that rhyme and put these together with one or more connecting words, e.g. dogs eats log, fish in a dish, spoon on a moon.

60 Second Story: set a timer
 60 seconds and ask children
 to write a story containing a
 beginning, middle and end.
 This is a real challenge but
 encourages quick thinking
 and, with time, will help
 reduce the struggle of starting
 a story.

 Nonsense Definitions: select any word and ask children to write the word backwards. They then must use this nonsense word to decide a new meaning and write a definition for this word and an example sentence e.g.

card; drac

**definition**: a form of happiness

**sentence**: I felt extremely drac when I scored the

winning goal.

To make it more challenging, tell children the word class e.g. the new word is a verb.

### Starter

Grammar games, drama and activities are used at the start of lessons during all three stages, to get children familiar with the 'tune' of the text. Examples include:

- Rapid sentence games
- Changing bland language, extending sentences, altering opening, dropping in or adding information, trimming back wordy sentences
- Interview a child in role
- Hold back-to-back mobile phone conversations
- Model how to present the story as a news broadcast
- Hot seat characters from the story



## **Immersion Stage**



- A model text is written that is pitched above the pupils' level and includes structures and language patterns students will need.
- Example activities to immerse children into their model text could include - say it in pairs, pass around the circle, perform like a tennis match, mime it, say it as fast as possible



### Model text examples.

One step at a time, Lara crept down the stairs. At the bottom, she paused but all that she could hear was blood thumping in her ears. She'd be back before they awoke.

Twenty minutes later, she entered Harrow Woods. Her torchlight found the path and occasionally flashed to show her the black, quivering leaves. Dark clouds had muted the moon. Before long, she came to the ruins of the manor house. In the front garden, the fountain was still and smothered in years of moss. Overgrown rose bushes blocked the path painted thick with fallen petals.

Warily, Lara perched on the edge of the fountain, took her camera from her bag and faced the trees. It was here that she had first seen it. This time she'd be ready.

After a few moments, she heard the wind awaken in the woods. The water rippled, the trees rustled and a damp petal landed on her cheek. Lara shivered. Behind her, a door slammed. What was that? She whipped round to face the house. A shadow moved through the downstairs room. A light flicked on.

Lara ran, shoving her camera back in her bag as she scrambled away from the fountain. She was sure she could hear something cracking the dried twigs behind her as she sped through the woods. She didn't stop until she reached Meadow Drive, where she paused by a lamppost to catch her breath.

Next time, she thought. Next time, I'll be ready.

#### The Highwayman

Based on the poem by Alfred Noyes

#### First Voice

Galloping across the moors, images of my sweetheart fill my mind. Pockets full of gold will surely impress the prize that awaits me. Imagining her innocent face only makes me want her more; she has to be mine.

#### Second Voice

Outside, the sound of hooves on the cobbled yard announced his arrival. An impatient tap at the window, followed by a sweet melody, freed me from the monotony of my life. Inside, peering through the locked shutters, I caught a glimpse of my hero. His assertive voice lulled me into a false sense of security; he had to be mine.

#### Third Voice

Perpetual tappin'. Who does he fink he is? Starin' through a crack in the stable door, my eyes lock on the thief, all dressed up in 'is lavish clothes, wakin' up the 'ousehold. How dare this fella attempt to steal 'er away from me? He ain't done nothin' to deserve her; she 'as to be mine.

#### Fourth Voice

Having received information from the ostler, we knew that this was the Highwayman's last journey. Having bound and gagged the landlord's daughter, the bait was set. It was only a matter of time; soon he would be ours.

#### First Voice

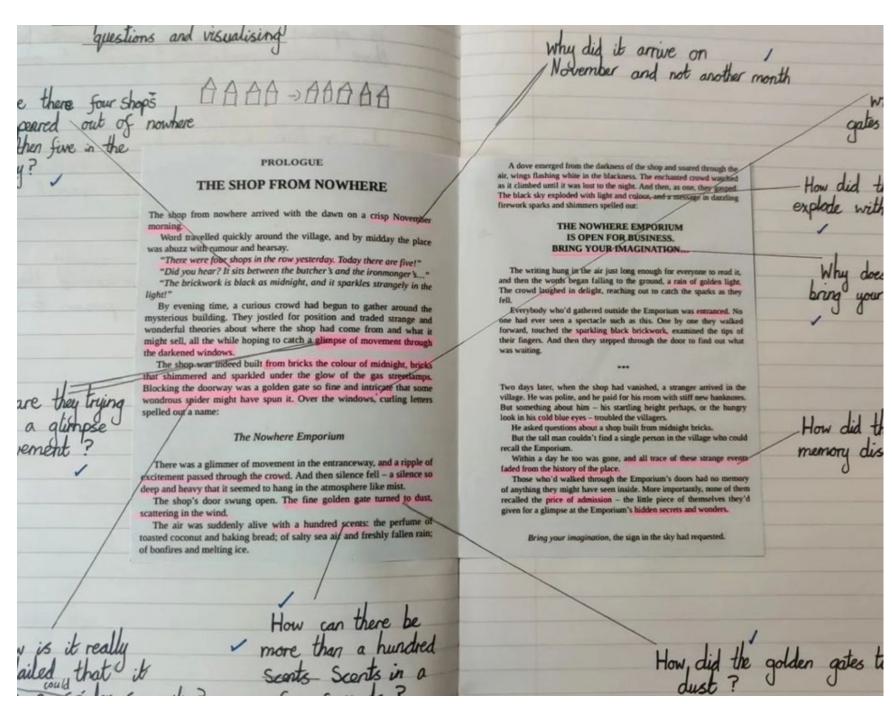
The images of my darling Bess are now a reality for there she is, gazing out of the casement, waiting for my arrival. I stop and gaze at her from afar. The sound of the gunshot shatters the silence. In the blink of an eye, my world has been turned upside down. Hell has barred my way; she'll never be mine.





An example of a KS1 story map.

Children are encouraged to create images to remember the key events of the text during the immersion stage.





An example of UKS2 text annotation, where children learn the 'why' behind the author's choices.

### **Innovation Stage**



- The teacher leads students through planning their own writing.
- Younger pupils change the basic map and retell new versions.
- Older students use boxed-up planners, so they can imitate the same structure.
- Shared and guided writing is used to stage writing over a few days.

During the innovation stage, children will 'box-up' their text and plan their own versions.

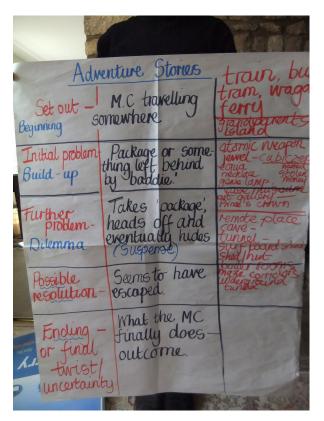
Here are some examples of what this may look like:

**Substitution** – Change character/setting but the genre remains the same

**Addition** – Add/expand the text – Punctuation and Grammar

Alteration – Alter text to change the course of events – High Level Vocabulary

Change Time/Person/View





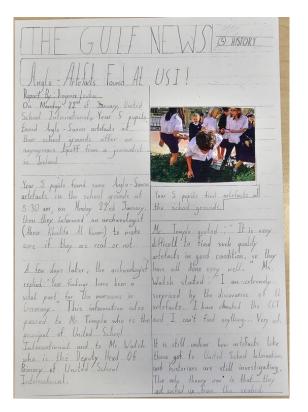
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) pening	· Jet & Rahul - beach . Searching for shells	Glober boother - younger (Mare) (Zan)
MCs find something	. find ismall black to	dinoscur bones neighbours garden -pand
Build up	· Sparkling jewels incide: · Scrifty old man whost at longs.	old grampy comes end
Someone sees	. Dog barks at them. . Soe picks up box and they run!	at the boys . hide in the garden . shed
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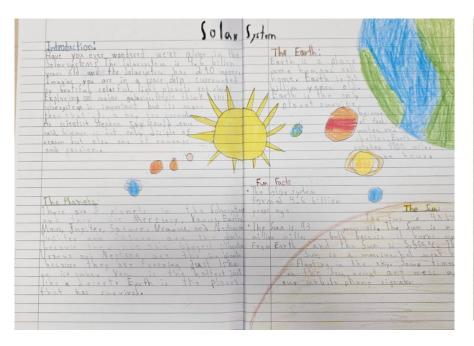
http://piecorbett.blogspot.com/2012/11/boxing-up-explained.html

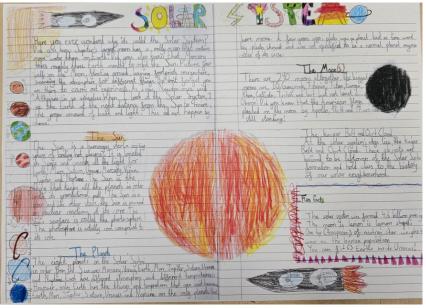
### Invention/Independent Stage



Children apply independently what has been taught and practised to create their own piece of writing.







### **Creative writing prompts**

To further inspire children to get creative, they are given prompts such as the ones below as part of short burst writing exercises.

I didn't mean to kill her.

The air turned black all around me.

Icy fingers gripped my arm in the darkness.

Wandering through the graveyard it felt like something was watching me.

The eyes in the painting follow him down the corridor.

A shrill cry echoed in the mist.

Icy wind slashed at his face and the rain danced its evil dance upon his head as he tried to get his bearings on the isolated beach.

Footsteps slowly creaked on every step of the stairs. The bedroom door handle turned slowly.



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### **Creative writing picture prompts**

### THE LITERACY SHED - Home













## Reading

Pie Corbett Reading Spine

To support your child at home, there is a collection of 'core texts' that are recommended for each year group. These are considered classics that every child should read before they end the year!

We have copies of all the core texts in the library.





# Thank You